

DEBATE ON "THE PRIMITIVE MIND"

1. COMTE:
 - father of positive science
 - theory of mental evolution
2. MORGAN AND TYLOR:
 - mental evolution -> cultural evolution
3. LEVY-BRUHL:
 - mentality based on association and linkages
4. RIVERS, BOAS AND RADIN
 - common mentality of all humanity
5. MALINOWSKI
 - sacred (religion, magic) versus profane (science) logic

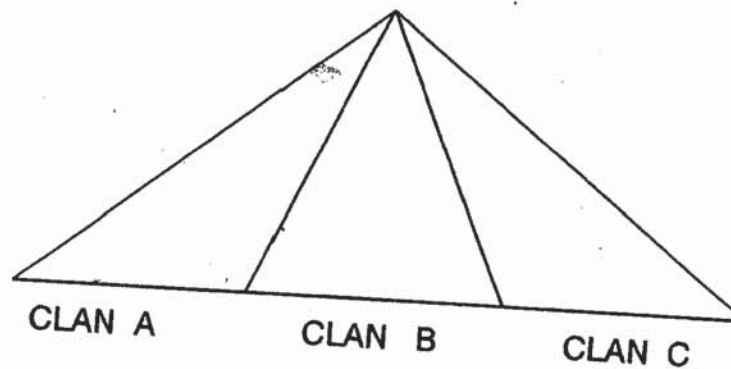
L. LEVY-BRUHL1926 How Natives Think.

1. LOGIC OF LINKAGE OR CONNECTEDNESS

- Person - Shadow - Soul
- Person - Group
- Person - Animal (totemism)
- Person - Image
- Person - Name
- Person - Land
- Person - Objects (hair, clothing)
- Spoken Word - Rite - Reality
- Dream - Reality
- Curse - Reality

TRIBAL SOCIETIES1. ***SIMPLE SUBSISTENCE TECHNOLOGY:***

- *small population*
- *less densely populated*
- *live in harmony with nature*
- *simple subsistence technology*



2. SOCIAL ORGANIZATION BASED ON KINSHIP TIES:

- family and kin play a major role in life.
- kinship is the basis of social organization: extended families, lineages, clans, tribe.
- ancestors or 'living dead', and unborn are present in everyday life.
- kinship ties may be extended to animals and plants in totemic rites.
- kinship ties are used to handle social crises like death and disasters.

3. STRONG GROUP ORIENTATION:

- strong sense of group solidarity and responsibility.
- failure leads to a sense of shame, not guilt.
- important decisions are made by group leaders.
- ostracism is the ultimate punishment.

4. MINIMAL SOCIAL HIERARCHY:

- leadership is by tribal elders and chiefs.
- strong obligation to share everything.
- communication between top and bottom of the society.

5. ASSOCIATIONS:

- age grades
- gender associations
- secret societies

6. ORAL SOCIETIES:

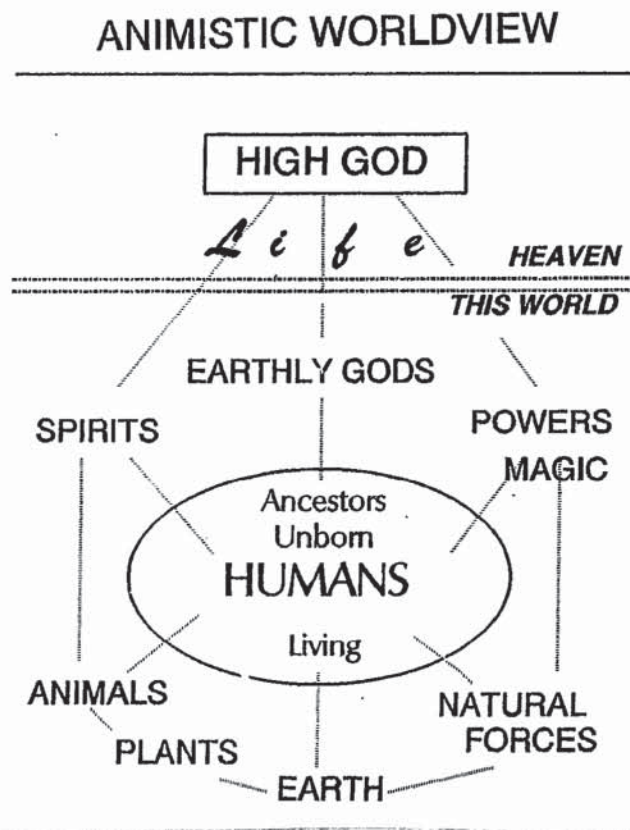
- store information in memories, songs, stories, rituals.
- value spoken sound sounds.
- tie forms and meanings in symbols.

7. WHOLISTIC APPROACH TO LIFE:

- little specialization.
- religion at the center of everything.

8. RELIGION:

- distant high god, this world full of capricious spirits, ancestors, unborn, and lesser gods.
- supernatural powers such as magic, witchcraft, evil eye, curses, sorcery.
- focus on existential questions: explain life, death, disease in life now.
- seek guidance through divination, omens, dreams, visions, shamen.
- seek fertility, wellbeing and harmony with nature here and now.
- use many and contradictory explanations.
- primary concern is POWER.



TRIBAL WORLDVIEW

- earthly spirits: earth and sky are full of spirits
- these are capricious, so humans must placate them
- there are battles between different groups and tribes
- tribes have territories and territorial gods who fight for them
- the focus is on humans and good lives on this earth
- evil is misfortune

WORLDVIEW DIFFERENCES

TRADITIONAL

MODERN

1. Organic Focus

- value relationships
- less predictable wrld.
- transactional
- adapt to fate, and circumstances; accept failures as beyond our control, or as intentional acts be people, spirits, ancestors, etc.

Mechanical Focus

- value possessions
- highly predictable wrld.
- control
- plan, set goals, hold people responsible for failures

2. Wholistic

- supernatural
natural
- animistic zone

Dualistic

- supernatural
natural
- excluded middle

3. Concrete-Functional Logic

- intuitive, circular logic
- stories, parables
- form = meaning

Abstract, Analytical, Algorithmic Logic

- analytical, linear logic
- abstract propositions
- form/meaning

4. Ritual-Myth-Totem Verbal-Logical

- mystery
- nondiscursive commun.
- little mystery
- discursive communic.

5. Group Oriented

- sharing
- corporate sense of related self
- strong sense of identity
- group ownership

Individualism

- self reliance
- definite sense of constructive self
- isolation, anomie, alienation
- private property

6. Sound Oriented

Visual Oriented

7. Particularist

- treat each thing as particular

Universalist

- look for universals

8. Existential

- focus on here and now and self

Ultimate

- focus on cosmic story

9. Space

- land, people, god are sacred

Time

- secular time and space